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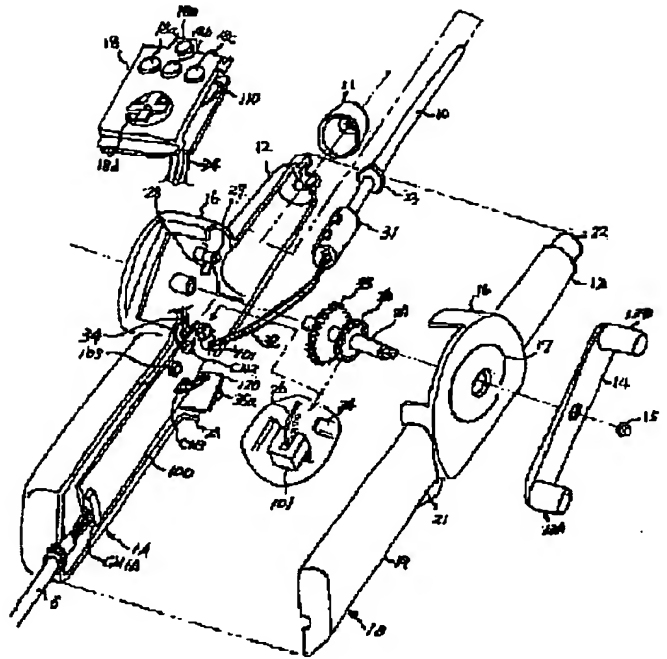
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APPLICANT : SEGA ENTERP LTD;

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TITLE : INPUT DEVICE, GAME PROCESSOR,
METHOD THEREFOR, AND
RECORDING MEDIUM



ABSTRACT : PROBLEM TO BE SOLVED: To make it possible to a tool such as a fishing rod, a sword, a bat and a golf club, etc., without mechanical restrictions, by providing a movement detection means for detecting the movement of an input device.

SOLUTION: A player holds a holding part 19 and operates this input device. When the player moves the input device, acceleration made to act at the time is detected by an acceleration sensor 105 and data detected by the acceleration sensor 105 are made to act as the movement detection means for detecting the strength of the movement by the program of the game processor. In such a manner, since the acceleration sensor 105 is provided in the input device, the input device suitable for a fishing game is provided without the mechanical restriction of a fishing line or the like. Thus, it is optimum as the input device of a game device for a household. Also, since vibration transmission means such as an eccentric motor 31 and a rod 10, etc., are provided, a bite and the struggling state of a fish, etc., can be reproduced richly in presence.

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